



## PLAYER SAFETY AND FIELD SAFETY RULES

All players must follow all player safety rules and field safety guidelines. Failure to comply may result in ejection from Paintball activities and/or the field.

- 1) WAIVERS** must be filled out and signed prior to entering the field of play and participating in any paintball game. Anyone remaining on the property, including spectators, must comply with this rule. Minors must have a completed waiver signed by their parents or adult legal guardian prior to entering the field of play and participating in any paintball game. Please see management for location of forms and any questions.
- 2) SAFETY GOGGLES** must be worn by anyone in the playing field at all times. Goggles are to be in the full opening position (covering eyes, face and ears) at all times while a player steps onto the playing field. If a mask fogs up and needs to be cleaned the player must remove goggles from the playing field BEFORE even altering the position of the mask away from full coverage of the eyes, face and ears. Only Goggles specifically approved for paintball that provide full face and ear protection are allowed. Modifications are strictly prohibited to the structural design and capabilities of the designed mask, but enhancements such as camouflage are permitted.
- 3) APPROVED BARRYL BLOCKING DEVICES** must be in at all times anywhere on the property to include Deadboxes. They are to be in at all times until the "Ready" command is given just prior to the start of a game. Players are expected to keep their barrel blocking device with them while on the field and when the game ends (whistle signal) they are to immediately turn the Trigger Guard (Safety) to the "on" position and then place the barrel blocking device on the marker. During game play, barrel blocking devices must be on when inside Deadboxes. Areas! Barrel blocking devices must be specifically designed and manufactured for paintball markers. Note, we do not allow Barrel Plugs Anymore!
- 4) NO SHOOTING** in any areas other than the designated playing field and/or target/chronograph range. No shooting into or out of the registration area, neutral zones or observation zones. Markers may only be discharged on the active field of play or target/chronograph range. Players are not to "test" their markers except for in the target/chronograph range, and are not to discharge their markers while walking into the field of play to assume a playing position.
- 5) NO VERBAL ABUSE**, profanity, name calling or slurs against anyone will NOT be allowed. We expect everyone to act and behave in a family friendly manner in the midst of friendly competition. Please control your mouth.
- 6) ALL MARKERS MUST BE CHRONOGRAPHED** before play or at Referee/Field Operators request. Our limit is 285 for normal play. Please adjust your marker accordingly.
- 7) WATCH THAT TRIGGER FINGER** when not on the field in an active game. There is no reason for your finger to be on the trigger. This is for the safety of those around you.
- 8) REFEREE'S DECISIONS ARE FINAL!** All referee decisions are final. Please respect them by not arguing with them and not shooting them. They work hard to make sure nobody gets hurt, and it's no easy job!
- 9) NO CHEATING AND THAT INCLUDES "FIELD PAINT ONLY!"** Our referees are experienced players and they WILL catch you. Nobody likes a cheater!
- 10) NO PHYSICAL CONTACT** of any form is allowed between players unless it is of players on the same team to provide directions or signals. Fighting is NOT allowed, period!
- 11) NO OVERSHOOTING** It doesn't take 20 paintballs to get someone out. Be kind to your friends! But remember paintballs in the air can't be taken back just because you finally yelled something!
- 12) NO BLIND SHOOTING**, you must have visual contact to the location the marker is shooting.
- 13) A VOID** shooting at the neck or head when possible.
- 14) NO CLIMBING** of trees, or any structure 4-feet or higher. Castles, forts, or towers are not to be climbed.
- 15) NO CONSTRUCTION OF BOOBY TRAPS** - play with the field "as is".

16) **NO SMOKE GRENADES ALLOWED!**

17) **BEING MARKED OUT:** A player is marked out when a paintball breaks on him/her and leaves a mark the size of a quarter or larger anywhere on his/her body, equipment, or paintball marker. Splatter, bounces off the ground and non-breakage do not count as hits. Players rubbing or wiping paint during a game will be ejected from play. When a player is marked out he/she will call out loudly "YM HIT" or "YM OUT". Slowly raise an arm, point your marker straight up into the air and walk to the spawn area as quickly as possible. Other players may not shoot at the player while he/she exits.

18) **GUN HITS COUNT!** Gun, hopper and gear hits count. If you're not sure, call for a paint check. Remember, referee's decisions are final.

19) **DEAD MEIN TELL NO TALES!** If you've been eliminated, you are not allowed to speak to your team.

20) **NO ALCOHOL OR ILLEGAL DRUGS** are allowed on the premises! No exceptions, even on private days!

21) **NO UNAUTHORIZED EQUIPMENT** or potentially dangerous gear is allowed. All firearms, knives, machetes, etc. are prohibited. The field operator must approve all equipment allowed on the premises.

22) **NO PERSONAL TANK FILLS.** Players are not allowed to perform tank-fills; only swapping of tanks. No personal fill stations are allowed at our facility. Period!

23) **MODIFICATIONS ARE PROHIBITED.** Players are not allowed to modify safety goggles, markers, fixed bunkers or towers (except for camouflage activities) or any property on the premises.

24) **ALL SPECTATORS** are required to a) sign a Waiver form b) stand at least 5 feet behind the Safety Area screen at all times and c) are required to wear safety goggles if they move into a position to observe the playing field.

25) **IN CASE OF INJURY** Notify the referee or Field Operator if you are injured; declare "YM OUT" immediately.

26) **THE BEST SAFETY REFEREE IS YOU!** Please use common sense and report inappropriate behavior immediately. At any time if you don't feel safe just remember to keep your goggles on and yell for a Referee.....We will take the hits and do the rest!

27) **FINALLY, HAVE A GREAT TIME!**